

# THE DOOMGRINDER

Session 38 5-12-00 The Cairn Hills

Next Session Tuesday 16-1-01 At Brian's place.

A reminder of the Doomgrinder information acquired from City rumours and Alvin's research at the Greyhawk Library:-

- Treasure can still be found in the Star Cairns, despite all the parties that have journeyed there. The secret to destroying The Doomgrinder may be found there.
- The Circle of Eight (now five) know how to stop the Doomgrinder but they are going to let Oerth be destroyed in order to gain more power.
- The Doomgrinder was built by Zagyg the Mad Archmage. The entire world will be shifted to his plane of madness.
- An increased number of Derro have been sighted in the hills around The Doomgrinder.
- The Circle of Eight talk a lot about balance but maybe they're more interested in taking sides!
- Iuz has always held a deep hatred of Greyhawk and would like nothing better than to see the Free City destroyed. He must have something to do with The Doomgrinder.
- Artefacts that can damage The Doomgrinder are hidden in the Star Cairns.
- A mad lich is stealing powerful magical items from all across the Flanaess.

## A mission for Celdon Fallow

A typically itchy Andrea wants to hit the wilderness right now, in any direction actually, just out of this sordid pit of bad town planning that the world knows as Greyhawk City. Alvin, somewhat more logically wants to know in which direction and how far. After a remarkably short argument they decide to head for the Doomgrinder right now! The pieces of the weapon are stowed as follows:- Zeppo – Soul, Andrea – Spear, Hemegretham - Hand. Packing up their stuff they depart from the Adventurers' Guild and head toward the City's main eastern egress – The Druid's Gate. After crossing the Processional, as they move slowly through the busy streets, they notice an unusually large number of people seeming to take an interest in their departure. In fact, particularly ahead there seems to be a crowd of 20 or 30 people gathering, looking in the party's direction. The people wear sinister blank expressions and after a moment begin to advance. As our heroes address this possible threat there is sharp hiss and Heme is struck by a dart. Plucking it from his neck he observes that it seems to have been poisoned but it will need to be stronger stuff to stop the big man's famously tough constitution. The crowd draws nearer, now brandishing clubs and sticks as another dart whistles just past Andrea's ear. After a tense few moments, discretion triumphs over direct action and the party duck down a side street, spurring their horses through the complaining citizens until they reach the Druid's Gate by less direct means. As they depart the City Andrea notices a guard whisper to his comrade and nod in their direction. The other then leaves, heading into the City. Andrea mentions this pointing out that somebody seems interested in their departure however Alvin makes the very good point that nobody knows where they are bound except for Fallow and he's not likely to have his own group followed is he?

They follow the High Road in the direction of Elmshire, Andrea vigilantly searching for the eastern trail marked on their maps. After an hour or so she spots it and they leave the merchant and other traffic behind as they head eastward into the hills. Worried about being followed and in a fairly dense section of scrubland cover they dismount and hide in the bushes, with Andrea lurking 200 yards further down the trail. After an hour with no sign of life and night drawing in they decide to make camp. Alvin and Zeppo take the opportunity to cast cures, Alvin once on Andrea and Zeppo once on Avon and himself. With everyone in fine shape and watches organised they settle down to a comfortable night.

## Day 2

As the others strike camp Andrea uses her tracking skills to survey the area. Apparently nothing threatening has been near the camp so they saddle up and continue to climb into the sparser surroundings of the Cairn Hills. As they ride, except for Heme who jogs alongside in full armour and combat gear, they talk. Avon asks Alvin about getting an Armour spell cast on himself but Alvin complains that he doesn't have one available and he should have asked while they were still in Greyhawk. For some reason this jogs Alvin's mind and he remembers to inform the others of the magical traps he has cast on the Doomheart components. They are less than impressed by this and

even more irritated when he blithely tells them, "It's ok – the traps aren't fatal." "Next time tell us!" growls Zeppo. Later in the day Zeppo spots a cairn in the distance to the south but they decide to avoid it and concentrate on their objective. Later they pass a fork in the path that heads to Blackstone mines but considering the high Dwarf population of the average mining outpost they decide, being mainly Elves, to give it a miss. They continue on through the hills eventually breaking into a wooded area where stout fir trees resist the ever-present strong winds from the Nyr Dyv to the North. As the light starts to give out they camp in the forest deciding not to light a fire and setting watches as normal. Most of the night passes uneventfully - Wolf howls, Owl screeches, horrifying cries of nameless beasts that one may not regard lest madness be the only outcome... the usual sort of thing.

### **Clever Monsters? No....**

On the last watch (Andrea and Zeppo), Andrea spots a movement to the south at the effective limit of her infravision. Informing Zeppo, who being Human didn't see a thing, she cautiously moves to where she thinks she saw something. She disappears into the darkness, Zeppo's hissed warning to be careful apparently ignored. At 30ft out from the camp she sees nothing so she goes further reaching 60 ft before two shapes leap out from behind a tree striking her with swords. Andrea's shout is echoed to North by the sound of heavily shod feet and harsh battle cries descending on the camp. A spear flies through the air and hits Zeppo, who shouts attempting to raise the others while vainly trying to catch sight of any attackers.

Caught with their pants well and truly round their ankles there is nothing much to be done except be surprised and as the attackers surge into the camp Joe, Avon and Heme are hit before they are able to react. Andrea realising the danger turns and runs back toward the camp allowing the monsters behind her to carve her up a little more. Roaring defiance, Heme surges out of his bedroll desperately looking for something to hit in the darkness and is wounded in turn by an attacker. Joe with his blind-fighting skill is able to strike, wounding one of the raiders as Alvin takes a bead on the nearest big ugly shape and lets fly with Magic Missile. A bloody melee breaks out as Zeppo, deciding to play a support role since he can't see anything, casts Bless on the party. Suddenly the clearing is lit up as a stream of multi-coloured light streams forth from Avon's fingers blinding Heme, Joe and two of the attackers. The party take more damage, suffering severely from being unable to exploit their toughest (Human) fighters due to lack of vision. Zeppo manages to cast Prayer while ducking and weaving as Avon's Burning Hands spell lights up a monster, sending it howling away into the night. Alvin's Spiritual Hammer debuts as Joe, Heme and Andrea all manage to strike their assailants killing all three despite blindness. The melee continues, the party still taking the worst of it, hampered as they are by lack of light. Avon just manages to tumble out of reach of a sword as Alvin, Heme and Andrea hit back. As battle rages Zeppo is able to reach Andrea casting CLW as a hard-pressed Joe finishes another of the creatures while fighting off two more. Heme blunders around, sword whirling like a demented windmill as he occasionally connects to (hopefully) monster flesh.

With half the party unable to see anything and/or without any armour the attackers, with the benefit of surprise and apparently Infravision, give rather more than they take. However, all the party are now up and fighting, Zeppo's Prayer and Aid are active and the Colour-Spray induced blindness has just expired.

Zeppo manages another much-needed Cure on Andrea as she skewers another opponent. Joe finishes one of his attackers as Heme tries to give his a haircut with a Bastard sword. Alvin is hit from behind and despite tumbling, Avon is also hit, this time badly enough to drop him. Alvin grabs at Joe, as he casts CLW while all the others all miss their targets except for Joe. Unfortunately for him, Joe is stabbed by two sword attacks and crumples to the ground, desperately wounded. Avon's attacker takes advantage of his situation by cruelly stabbing at the fallen Elf almost killing him. But the tide of battle has turned and the main group led by Heme and Andrea cleave their way through the opposition as Zeppo and Alvin heal the fallen. Within another minute it is over. Eleven dead Bugbears and all of the party seriously wounded with Joe and Avon unconscious.

As dawn breaks they search their assailants and Alvin finds a silver skull on a leather thong on one of the larger brutes. Thanks to the gem of regeneration Heme makes an amazing recovery. He slips the gem into Joe's belt pouch as the party spend their time resting and recuperating courtesy of the many Cures bestowed by Alvin and Zeppo. Overnight they are menaced by a pack of wolves but a few bowshots, one lethal, from Andrea are enough to discourage them from approaching too close.

### Day 3

Avon and Joe regain consciousness and are Cured by Zeppo and Alvin. Somewhat patched up the companions continue their journey.

### Hit Point Situation

Don't know – It can't be too great though.

Avon (17), Zeppo (26), Alvin (20), Heme (43), Andrea (41), Joe (23), Raven (25)

<b>Reason for XP</b>	<b>Andrea</b>	<b>Avon</b>	<b>Alvin</b>	<b>Hemegretham</b>	<b>Zeppo</b>	<b>Joe</b>	<b>Raven</b>
Opponents	425	120	60	535	60	360	
Spells		20	100		110		
Proficiencies	30	20	20		20	50	
Ideas	20	20	40	30	10	10	
Problem Solving							
Role Play	30	20	40	30	30	20	
Treasure							
Finishing							
Fun Factor	10	20	20	10	10	10	
Bonuses							
Penalties							
<b>Total (This session)</b>	<b>515</b>	<b>220</b>	<b>280</b>	<b>605</b>	<b>240</b>	<b>450</b>	
<b>Grand Total</b>	<b>9380</b>	<b>9680<sup>1</sup></b>	<b>7460</b>	<b>7535</b>	<b>8000</b>	<b>5430</b>	<b>5010</b>

1. Career total, not Adventure total.

### DM Notes

1. Hemegretham killed the Bugbear leader and therefore gets an xp bonus.
2. Andrea also wiped out a wolf